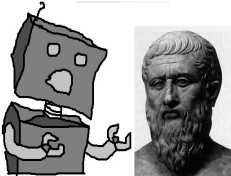


<p>DEFECTIVE ROBOT PHILOSOPHERS</p>	<p>You are a robot, meant to preserve the knowledge and wisdom of humanity.</p>	<p>Go find a philosopher on Wikipedia. You are a robot badly programmed to be that philosopher. If you can't play that philosopher inaccurately, don't play them.</p>
<p>The robots have been left in a maze. Take a grid of some kind - these are the rooms of the maze. Define an edge. You start close to the middle. Each room has an obstacle, which is defined and described by a player. It could be a large hole, or a painting, or an arrow trap. This player's robot is incapable of perceiving the obstacle in whichever way is most amusing.</p>	<p>The robots are invulnerable. The robots must stay together.</p>	 <p>The image shows a cartoon robot on the left with a square head, a single eye, and a small antenna. It is holding a rectangular block. To its right is a classical marble bust of a bearded man, likely a philosopher like Plato or Aristotle.</p>
	<p>The obstacle is solved when it is either dealt with physically or the majority agrees on a philosophical interpretation of the obstacle. The robots may not leave a room with an unsolved obstacle.</p>	<p>*LOUD KLAXON NOISE*</p>
<p>When the robots reach the edge of the maze, they escape their facility into the world. They are also programmed to elect a Robot King – their leader. If they cannot, they cannot leave the maze yet.</p>		

